ABSTRACT OF DISCLOSURE

600dpi binary character shape data is created from 600dpi character data inputted by a PC and written sequentially to a memory. The 600dpi character data

5   inputted from the PC and 300dpi image data are stored as 300dpi 8-bit graphics data. Next, 600dpi 8-bit multi-value graphics data is created by dividing each pixel in the 300-dpi 8-bit graphics data into four small pixels. First and second correction processes are performed using a first correction table and the superimposed data is printed at a

10   uniform 600dpi printing density.